BUILDINGS

Building Houses

As soon as you get a color set, you can start buying Houses (you don't have to wait for your turn).
Pay the Bank the cost on the Title Deed card, and place a House on the street.
You must build evenly. You cannot build a second House on a street until you've built one on each street in the set. You can only have 4 Houses on a street.

Building Hotels

Once you have 4 Houses on all streets in a color set, you can pay to upgrade to a Hotel.
Pay the Hotel cost on the Title Deed card, return all 4 Houses to the Bank, and put a Hotel on the street.
You can only have 1 Hotel per street. You can't add any more Houses.
You cannot build on a street if any street in its color set is mortgaged.

Not enough buildings?

If multiple players want to buy the last House or Hotel, the Banker must auction it. Bids start at M10 and anyone can increase the bid by as little as M1. You don't need to follow turn order. Payment goes to the Bank.

No buildings left?

You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

You must sell all buildings on a color set to the Bank before you can sell or trade a street. You cannot sell or trade buildings to another player.

Property can be traded for cash, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be traded at any agreed-upon price.
The new owner must immediately:
Repay the mortgage (pay the Bank the unmortgage cost).
Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

HELP! I CAN'T PAY!

❶ Try to raise money.

If you owe money and can't pay, try to raise money by selling buildings back to the Bank and/or mortgaging properties.

Selling Buildings

Sell Hotels to the Bank for half the cost, and exchange them immediately for 4 Houses.

Sell Houses to the Bank for half the cost. Houses must be sold evenly across the color set.

Mortgaging Property

To mortgage a property, you must first sell all buildings in its color set to the Bank at half their cost.

To mortgage, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank (mortgage value +10%), then turn the card faceup.

Rent cannot be collected on properties that are mortgaged. However, the increased rent level can be collected on the unmortgaged streets in a color set.

The increased rent on unmortgaged railroads and utilities may be collected in the same way.

❷ If you're still in debt, you are bankrupt and out of the game!

Do you owe another player?
Give them all your mortgaged properties and any Get Out of Jail Free cards.

The new owner must immediately:
Repay the mortgage (pay the Bank the unmortgage cost).
Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

Do you owe the Bank?
Return all your properties to the Bank. Any mortgages are canceled.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards to the bottom of the appropriate deck.

The remaining players keep playing until there is only one person left in the game.

That player is the winner!

TOP TIPS

To keep your game short and sweet, don't use house rules!

Always auction when someone doesn't want to buy the property they've landed on.
Never loan money to other players or make deals not to charge each other rent.
Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!

♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

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♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

CONTENTS
Gameboard
8 Tokens
28 Title Deed Cards
16 Chance Cards
16 Community Chest Cards
32 Houses
12 Hotels
2 Dice
Money Pack

8+ | C1009 | 2-6

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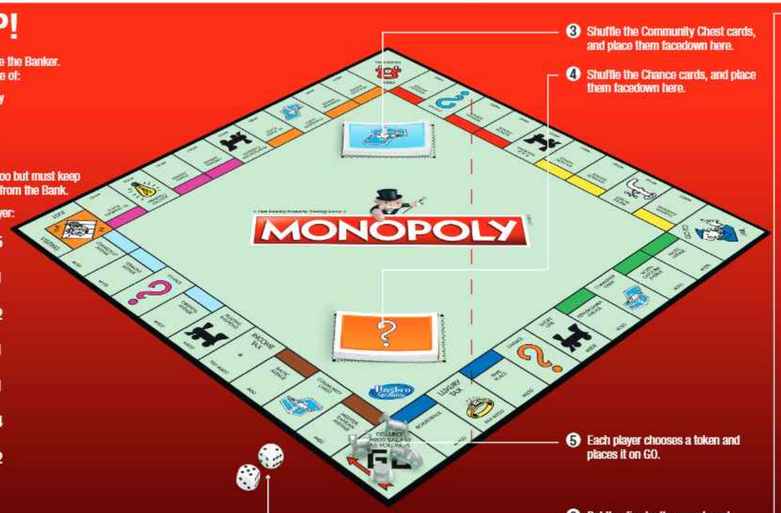
SET IT UP!

1. Choose someone to be the Banker. The Banker's in charge of:
   - The Bank's money
   - Houses
   - Hotels
   - Title Deed cards
   - Auctions

   The Banker can play too but must keep their money separate from the Bank.
2. Banker, give each player:

₥1	x 5
₥5	x 1
₥10	x 2
₥20	x 1
₥50	x 1
₥100	x 4
₥500	x 2

(Total = ₥1500)



3. Shuffle the Community Chest cards, and place them facedown here.
4. Shuffle the Chance cards, and place them facedown here.
5. Each player chooses a token and places it on GO.
6. Put the dice by the gameboard.

PLAY!

How to win

Move around the board buying as many properties as you can. The more you own, the more rent you'll be able to collect from other players. If you're the last player with money when all other players have gone bankrupt, you win!

Who goes first?

Each player rolls both dice.
The highest roller starts, and play moves to the left.

On your turn

1. Roll both dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

   Did you roll doubles?
   Roll the dice again, and take another turn.

   Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.
4. Your turn ends. Pass the dice to your left.

Start playing!

That's all you need to know, so get going.
Look up the spaces as you land on them.

THE BOARD SPACES

PROPERTIES

There are three types of properties: streets, which come in color sets, railroads, and utilities.

Unowned Properties

When you land on an unowned street, railroad, or utility, you must buy it or auction it.

Want to buy it?
Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it?
The Banker must auction it. Bidding starts at ₥10, and anyone can increase the bid by as little as ₥1. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!

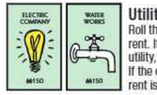
When you own each street in a color set:
- You can double the rent for those streets!
- You may build Houses and Hotels and charge even more rent! See BUILDINGS.

Owned Properties

When you land on a property that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

Streets
Pay the rent shown on the street's Title Deed card.

Railroads
Pay rent based on the number of railroads the owner has.



Utilities
Roll the dice to determine rent. If the owner has 1 utility, rent is 4x the dice roll. If the owner has 2 utilities, rent is 10x the dice roll.

ACTION SPACES

GO

When you pass or land on the GO space, collect ₥200 from the Bank.

Chance and Community Chest

Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when done.

Income Tax and Luxury Tax

Pay the Bank the amount shown on the space.

Free Parking

Relax! Nothing happens.

Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.

Go To Jail

Move your token to the In Jail space immediately! Do not collect ₥200 for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Houses and Hotels, mortgage, and trade while you are in Jail.

How do I get out of Jail?

You have 3 options:

1. **Pay ₥50** at the start of your next turn, then roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.
3. **Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn.
   You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay ₥50, and use your last roll to move.

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